

**Amendments to the Claims:**

1-100 (canceled).

101 (currently amended): A method for personalized music or entertainment ~~providing a sequence of entertainment pieces or compositions~~, the method comprising:

- applying different actions on pieces or compositions by a user;
- determining ~~capturing~~ automatically ~~said user's preference~~ a preference of said user, based on said step of applying different actions on said pieces or compositions;
- updating automatically ~~continuously~~ said user's preference using said different actions on said pieces or compositions by said user; and
- selecting automatically at least one entertainment piece or composition for a user ~~pieces or compositions~~ based on said updated user's preferences.

102 (previously presented): A method as in claim 101 wherein said user's preference is at least partially based on user action to repeat; replay; or go-back to a piece or composition that previously played.

103 (previously presented): A method as in claim 101 wherein said user's preference is at least partially based on user action to select a particular piece or composition for playback.

104 (previously presented): A method as in claim 101 wherein said user's preference is at least partially based on user action to skip or forward-past the rest of a currently playing piece or composition.

105 (previously presented): A method as in claim 101 wherein said user's preference is at least partially based on user action to stop a currently playing piece or composition; and initiate the play of another piece or composition.

106 (currently amended): A method as in claim 101 wherein said user's preference is at least partially based on how quickly said user took action to stop a currently playing piece or composition, in-order to experience another piece or composition. ~~÷ a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play of another piece or composition.~~

107 (currently amended): A method as in claim 101 wherein said user's preference is at least partially based on how quickly said user took action to avoid a currently playing piece or composition; after said user has experienced said avoided piece or composition, for at least a recognition-time. ~~÷ a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play of another piece or composition; wherein said user experienced said stopped piece or composition for at least a recognition-time threshold before taking action.~~

108 (currently amended): A method as in claim 101 wherein said user's preference is at least partially based on how quickly said user took action to avoid a playing piece or composition; wherein the sooner the user took an avoiding action, the more said user's preference is reduced for said avoided piece or composition. ~~÷ a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play another piece or composition; wherein the sooner the user took action when experiencing a piece or composition, the greater the reduction of said user's preference for said stopped composition.~~

109 (currently amended): A method as in claim 101 wherein said user's preference for a piece or composition is at least partially influenced by a factor that is dependent on the number of times said user has experienced a said piece or composition. ~~further comprising: adjusting said preference at least partially based upon the number of times said user has experienced the full piece or composition; wherein said user did not take action to interrupt said piece or composition in order to go to another piece or composition.~~

110 (currently amended): A method as in claim 101 wherein said user's preference for a piece or

composition is at least partially based on a plurality of said user actions that occurred on a plurality of different occasions; wherein said actions were applied to the same piece or composition. further  
~~comprising: determining said user's preference at least partially based on using a plurality of said user actions that occurred on a plurality of different occasions; wherein said actions were applied on the same piece or composition; or said actions were applied on pieces or compositions that are related to each other.~~

111 (canceled).

112 (currently amended): A method as in claim 101 wherein said applying occurs at a plurality of user devices; wherein said user's preference is at least partially based on said user's actions that occurred at said plurality of user devices; wherein information about said user's actions or preferences is automatically distributed across at least one network or communication path to said plurality of user devices. ~~and capturing occurs at a plurality of user devices; and wherein said updating is at least partially based on said user's action that occurred at a plurality of user's devices; wherein said updating occurs automatically across at least one network or communication path.~~

113 (currently amended): A method as in claim 101 wherein said applying occurs at a plurality of user devices; wherein said user's preference is at least partially based on said user's actions that occurred at said plurality of user's devices; wherein said selecting is at least partially coordinated, when said user switches between using different user devices of said plurality of user devices. ~~and capturing occurs at a plurality of user devices; wherein said updating is at least partially based on said user's action that occurred at a plurality of user's devices; wherein said updating occurs automatically across at least one network or communication path; wherein said selecting is at least partially based on a desired ordering of said pieces or compositions; that are heard by said user across said plurality of user devices.~~

114 (currently amended): A method as in claim 101 wherein the higher a said user's preference for a piece or composition, the sooner said piece or composition will be selected again. ~~wherein said~~

~~selecting is at least partly influenced by a preferred period between automatically replaying a piece or composition for said user; wherein the preferred period is shorter the higher the user preference for the piece or composition.~~

115 (currently amended): A method as in claim 101 wherein, when said user's preference for a said piece or composition has dropped below a certain level, said piece or composition will not be selected again until at least a defined amount of time has elapsed. ~~wherein said selecting is at least partly influenced by an objective to exceed a minimum time before automatically replaying a piece or composition for said user; when said user preference for a piece or composition has dropped below a certain level.~~

116 (currently amended): A method as in claim 101 wherein a said piece or composition is not selected when said user's preference for said piece or composition has dropped below a certain level. ~~further comprising: excluding a piece or composition from said selecting; when said user preference for a piece or composition has dropped below a certain level.~~

117 (currently amended): A method as in claim 101 wherein a history of details about individual said applied actions is saved; wherein said user's preference can be determined using said saved history of said user's actions. ~~further comprising: maintaining a history of said user actions; said user preferences and said selections.~~

118 (currently amended): A method as in claim 101 further comprising: playing a said selected piece or composition; when there are no pending user actions available to be applied. ~~providing a piece or composition in said sequence by automatically selecting pieces or compositions based on said updated user's preferences; when there are no pending user actions available to be applied.~~

119-120 (canceled).

121 (currently amended): A method for personalized music or entertainment ~~providing a sequence of entertainment pieces or compositions~~, the method comprising:

- applying different actions on pieces or compositions by a user;
- ~~determining automatically a preference of said user, automatically capturing said user's preference~~ based on said step of applying different actions on said pieces or compositions;
- updating automatically ~~continuously updating~~ said user's preference using said different actions on said pieces or compositions by said user; and
- providing or playing, automatically when there are no pending user actions available to be applied, a piece or composition that is selected based on said user's updated preference. ~~whenever said actions by said user to provide pieces or compositions have been satisfied; providing a piece or composition by automatically selecting pieces or compositions based on said updated user's preferences.~~

122-140 (canceled).

141 (new): Apparatus for personalized music or entertainment, said apparatus comprising:

- means for applying different actions on pieces or compositions by a user; and
- means for:
  - determining automatically a preference of said user, based on said step of applying different actions on said pieces or compositions;
  - updating automatically said user's preference using said different actions on said pieces or compositions by said user; and
  - selecting automatically an entertainment piece or composition based on said updated user's preferences.

142 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on user action to repeat; replay; or go-back to a piece or composition that previously played.

143 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on user action to select a particular piece or composition for playback.

144 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on user action to skip or forward-past the rest of a currently playing piece or composition.

145 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on user action to stop a currently playing piece or composition; and initiate the play of another piece or composition.

146 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on how quickly said user took action to stop a currently playing piece or composition; in-order to experience another piece or composition.

147 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on how quickly said user took action to avoid a currently playing piece or composition; after said user has experienced said avoided piece or composition, for at least a recognition-time.

148 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on how quickly said user took action to avoid a playing piece or composition; wherein the sooner the user took an avoiding action, the more said user's preference is reduced for said avoided piece or composition.

149 (new): Apparatus as in claim 141 wherein said user's preference for a piece or composition is at

least partially influenced by a factor that is dependent on the number of times said user has experienced a said piece or composition.

150 (new): Apparatus as in claim 141 wherein said user's preference for a piece or composition is at least partially based on a plurality of said user actions that occurred on a plurality of different occasions; wherein said actions were applied to the same piece or composition.

151 (new): Apparatus as in claim 141 wherein said applying occurs at a plurality of user devices; wherein said user's preference is at least partially based on said user's actions that occurred at said plurality of user devices; wherein information about said user's actions or preferences is automatically distributed across at least one network or communication path to said plurality of user devices.

152 (new): Apparatus as in claim 141 wherein said applying occurs at a plurality of user devices; wherein said user's preference is at least partially based on said user's actions that occurred at said plurality of user's devices; wherein said selecting is at least partially coordinated, when said user switches between using different user devices of said plurality of user devices.

153 (new): Apparatus as in claim 141 wherein the higher a said user's preference for a piece or composition, the sooner said piece or composition will be selected again.

154 (new): Apparatus as in claim 141 wherein, when said user's preference for a said piece or composition has dropped below a certain level, said piece or composition will not be selected again until at least a defined amount of time has elapsed.

155 (new): Apparatus as in claim 141 wherein a history of details about individual said applied actions is saved; wherein said user's preference can be determined using said saved history said user's applied actions.

156 (new): Apparatus as in claim 141 further comprising: means for playing a said selected piece or composition; when there are no pending user actions available to be applied.

157 (new): Apparatus as in claim 141 further comprising: means for automatically playing a sequence of said selected entertainment pieces or compositions; when there are no pending user actions available to be applied.

158 (new): Apparatus as in claim 141 wherein a said user's preference is determined for each of a plurality of pieces or compositions.

159 (new): A method as in claim 141 wherein a said user's preference is determined for each of a plurality of pieces or compositions; wherein said preference for a piece or composition is at least partially based on previously applied actions by said user that affected the playback of said piece or composition.

160 (new): A method as in claim 101 further comprising: playing automatically a sequence of said selected entertainment pieces or compositions; when there are no pending user actions available to be applied.



161 (new): A method as in claim 101 wherein a said user's preference is determined for each of a plurality of pieces or compositions.

162 (new): A method as in claim 101 wherein a said user's preference is determined for each of a plurality of pieces or compositions; wherein said preference for a piece or composition is at least partially based on previously applied actions by said user that affected the playback of said piece or composition.